

## TEXASHOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best **high** hand **among** competing players using the traditional ranking of poker hands.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A **fifth** and final card is turned next **to** the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards **and** the five communal cards, the active player **with** the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorperson will retrieve a card at random and it will become the bum card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the bum card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

## GAMES RULE BOOK

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put in the **fourth** card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the **fifth** card.

If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

## GAMES RULE BOOK

### TEXAS HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed **high** hand.

## OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in **Omaha** vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot.

**Three** cards **are** turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

## GAMES RULE BOOK

### OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand **high** and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. **If** the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, facedown, one at a time, in rotation, in turn.

A round **of** betting ensues for players who wish to continue and contend for the pot.

Three cards **are** turned **face-up in** the **middle** of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

-A round **of** betting ensues **for** players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

## GAMES RULE BOOK

### LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds **and** are dealt five cards face down, one at a time, in rotation, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot.

Active players **may** elect to discard any number of their original **cards** if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

**In** Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

**If** you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. **An** exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back **If** the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.

# GAMES RULE BOOK

## DRAW POKER

Draw Poker is played using a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player with their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair

Joker used only for Aces, **Straights**, and Flushes.

No double Ace Flush, which includes an Ace and a Joker. The Joker would represent the highest card not in the hand.

## GAMES RULE BOOK

### DRAW POKER HI-LO

Draw Poker Hi-Lo is played with a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.



## GAMES RULE BOOK

### DRAW POKER-JACK'S BACK

Draw Poker, Jack's Back, is played using the rules for Draw Poker except that Jacks-Or-Better are required by the opener of the pot. If no player opens the pot the game then reverts to Low-Ball.

When playing Draw, all Draw rules apply.

When playing Low, all Low-Ball rules apply.

To qualify for High, you must have a pair of Jacks-or-Better to open the pot. If the pot is not opened for High, it must open for Low, **and** all Low-Ball rules apply.

If the pot is opened falsely and no one else calls, the opener will lose the opening bet, and the hand **will** be played over without **re-anteing**.

## GAMES RULE BOOK

### PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hole-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in **Texas** Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A **fifth** and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

**All** active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

## GAMES RULE BOOK

### CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

## *C .Pineapple Hi-Low Split(8 or better)*

Played the same as Crazy Pineapple Hi however you can also play for low with an 8 or better qualifer.

### *Rules for Double Hand Poker*

1. The Clovis 500 Club does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Clovis 500 Club.
2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection
3. Each table has a spread limit defining the minimum bet and maximum amounts that may be wagered in each spot.
4. There is no maximum on designated player (banker) wagers.
5. Players have to bet within the table limit.
6. All action goes clockwise, starting with the action button.
7. The joker is an Ace, or to complete a straight or flush.
8. "Kum Kum" bets will be paid off and/or collected as one bet.
9. Players who bet "Kum Kum" do so at their own risk. The house will not be responsible for settling disputes that arise from "Kum Kum".
10. All cash will be changed to chips. All bets will be paid off in chips.
11. The banker can appoint any person except a Clovis 500 Club employee on duty to cut the cards and shake the dice.
12. The person who cuts the cards is the only person to shake the dice.
13. The banker's hand will not be opened until all hands have been set.
14. In the banker position, the largest wagering action makes the final decision on any disagreement on the play of a hand.
15. No side bets or propositioning bets allowed.

17. Any player involved in the **first** deal has the right to take the second bank if the active player passes the second deal.

18. All players, including the banker are required to put the entire amount of their wager in the spot before the dice cup is opened.

19. Any amount over the maximum limit permitted at the table will receive no action.

20. If a spot has no wager on it the previous hand, no one may be banker on that spot the next hand.

21. If an active player chose not to wager on their spot, they may not prohibit any other player from wagering on that spot.

23. Any active (seated) player is entitled to ask the dealer the amount of the dealer's wager, to the extent that it affects the play of their hand.

24. Once the dealer has released the dice and announced, "No more bets please" no one may change their wager. Penalty: possible forfeiture of wager to the extent that **money** covers. You may be barred from play and subject to prosecution.

25. A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

26. A player who removes a losing wager from the betting circle may have to pay the maximum bet if the amount of the wager cannot be determined.

27. All players (including the dealer) are responsible for protecting their own hands. If a player fouls their hand, the wager is forfeited to the extent that money covers.

28. Any player having an incorrect number of cards may have a foul hand. It is the player's responsibility to notify the dealer of the problem before the banker's hand is opened.

29. Statements regarding the value of a player's hand are not binding. The cards speak for themselves.

30. Any attempts to switch, pass, and/or hold out cards will cause the hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.

37. Any player removing a losing bet may be barred and/or subject to prosecution.

32. All players are forbidden to show or discuss their hands with any other players.

33. Any "house way" hand improperly set by the dealer will be reset by the Management.

34. The dealer cannot allow the banker to set their hand foul. If the dealer mistakenly allows a foul hand to be played it will be reset the House Way by management and play will continue.

35. The banker's hand is not set until the banker has signified their final decision in an obvious manner to the dealer,

36. The house dealer may not set more than one player's hand on a particular deal.

37. A boxed or an exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.

38. A missed deal will be declared if a joker or ace is boxed or exposed.

39. New set ups may be requested after two rounds.

40. Banker may request the dealer for an extra shuffle.

*b41. A player has a foul hand if:*

- a) The two-card hand is stronger than the **five** hands behind hand.*
- b) The player does not have exactly two **cards** in the front hand, or*
- c) The player does not have exactly five cards in the backhand.*

*42. Only the banker may request a change of deck.*

*43. When two identical cards are turned up, the hand will be declared a misdeal.*

*44. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.*

*45. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.*



## RULE INTERPRETATIONS FOR NO BUST BLACKJACK

**Any** decision rendered should be according to the guidelines and ~~the~~ rules of the **game**, however, management reserves the right to make decisions which are **in** the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of ~~the~~ rules.

1. No Bust Blackjack is played with 6 decks of cards and 6 jokers.
2. Jokers are wild.
3. Picture *cards* have the same value **as** 10s.
4. Other **cards** have their numerical **values**.
5. A "natural" is the best hand (Any two-card hand composed of ~~two~~ aces, two Jokers, or one ace and one Joker is a "natural").
6. Boxed cards do not play. Burn boxed card - Burn next card - Deal.
7. Bankers can not play a hand as a player.

### DRAWING RULES:

Players can hit or stand on any hands.

### MISDEALS

Definition of Misdeal: When a **misdeal** is declared, **all** of the dealt cards are taken **back** without **being** exchanged, and a new hand is dealt.

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#### General Concepts:

1. Except for a few exceptions, once the draw starts, a misdeal cannot be **declared**.
2. A misdeal cannot be declared after the player/dealer has finished drawing.

#### It is a misdeal when:

1. The entire **hand** must be dealt from the same shoe. If **cards** run out before every player has two **cards** and the player/dealer has one card, it is a misdeal and **all** hands are void.
2. One or more positions without wagers received cards and those cards are not retrievable.
3. Two boxed cards **appear** during the **initial** deal. (If two boxed cards appear during the draw, complete the hand and change the shoe).

If at the time of the draw it is discovered that a player received only **ONE** card during the initial deal, that player will receive the additional card when it is his/her **turn** to draw.

### 1st Situation

When the dealer forgets to deal to wagering position, even if collection has been paid for the position.

Player will receive their bets and collections **back**.  
Dealer will continue to deal the cards in rotation.

### 2nd Situation

Facts: It is before the **draw**.  
A player has only ONE *card*

Decision: 1.) Move the **second** card of the next player to its correct playing position  
2.) Continue backing the **cards** up in the same manner until everyone has two cards.  
3.) Do not forget the player/dealer's card.

### 4<sup>th</sup> Situation

Facts: **Draw** has **started**.  
A player **has only** ONE **card**.

Decision: Give the **additional** card **when** it is that player's turn to act **because**:  
1.) A misdeal cannot be declared after the draw has started  
2.) Draw **cards** cannot be backed up.

## **DRAW CARD SITUATIONS**

Draw card discrepancies **occur** more often than any other situation simply because blackjack is all about **draw** cards and how they can make or break someone's hand. Frequently, unclear communication causes those situations. **That** is the reason for requiring clear hand indications to request or refuse a **draw card**.

When confronted with draw card discrepancies;

- 1.) Determine whether the discrepancy occurred before or **after** the player/dealer **has drawn**.
- 2.) Determine if it was the dealer's negligence or mistake.
- 3.) Render a decision by considering the following situations.

## A. Discrepancy occurred before the player/dealer has drawn

### 1st Situation

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**Facts:** Player caused the draw to be stopped.  
The number of the **draw** cards that are dealt is irrelevant.

**Decision:** Play ~~the~~ hand **as** is, because:  
1.) The dealer did not make an e r r o r  
2.) Players are responsible to indicate for the draw or stand.

### 2nd Situation

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**Facts:** The dealer made an error and the player was passed on the draw.

**Decision:** 1.) Draw **cards** cannot be backed up.  
2.) Draw **has** started and **misdeal** cannot be declared.  
3.) The missed hand will receive no action.

## B. Discrepancy : noticed ~~fi~~ the player/dealer

### 1st Situation

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**Facts:** The dealer made an error and the player **was** passed on the draw.  
The player/dealer **has** drawn

**Decision:** The **missed** hand will receive **no** action

## C. Discrepancy occurred during the draw

### 1st Situation

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**Facts:** The dealer **exposes** a draw **card** that ~~the~~ player did not clearly request.

**Decision:** The player cannot take the card - it is burned  
One additional card is burned.

(Any card that is delivered to ~~the~~ player/dealer's hand after reaching hard 17 is dead and will be taken out of play).

If two or more cards come out of the shoe, all cards will be **burned** and one additional card is burned.

## SURRENDER RULES

- 1.) Players must surrender prior to taking a draw card.
- 2.) If multiple bets **are** on one seat and one or more players wish not to surrender, those players can continue **with** that hand. Only the players who want to surrender will lose one-half of the wager. Remaining players would play **as** normal.

## SPLITTING RULES

- 1.) Players may split by ~~adding~~ an equal amount of money to their original wager.
- 2.) Players can split any pairs, except a natural.
- 3.) Any two picture cards or any picture card and a 10 can be split.
- 4.) Splitting and re-splitting **can** be done up to four (4) times.
- 5.) When splitting, player may receive multiple draw cards.
- 6.) All of the normal rules for draw cards would similarly apply to split hands.
- 7.) If the draw is inadvertently missed on a split hand, follow the normal decision-**making** process for missed **draw** cards.
- 8.) If multiple bets are on one seat and a) the player controlling the hand wants to split, and b) other players do not want to split, then the hand will be split, and the wagers of the players who do not want to split will be placed on the first split **hand**.

## DOUBLE DOWN RULES

- 1.) Players may double down by adding an equal amount of money to their original wager, or less if they so choose.
- 2.) Players who control the **playing** of the hand make the **final** decision. That player may be the seated or backline player. (Control requires 2X larger wager.)
- 3.) Any hand can be doubled.
- 4.) For each double down hand, only one draw card is given.
- 5.) If the draw is inadvertently missed on a double down hand, follow the normal decision-making process for missed draw cards.

## **CENTURY 21 BLACKJACK**

The game is played using eight (8) standard decks of cards with one (1) Joker added per deck dealt out of a shoe.

The first player to the dealer's left is given the first option to be the Designated Player/Dealer. Each player has the option: (1) to be the Designated Player/Dealer for two consecutive hands; (2) for only one hand, then pass that privilege, or; (3) refuse the option entirely, in which case it is offered to the next qualified player.

Each player receives two (2) cards and has the option of drawing more. The Designated Player/Dealer receives one (1) card up and one (1) card down.

The Joker is wild and any card with a Joker equals 22. All cards have a face value. Aces have a value of (1) or eleven (11). All face cards have a value of ten (10). The value of each hand is the sum of its cards.

All player's hands are compared with the Designated Player/Dealer's hand.

The Designated Player/Dealer must stand on 22, hard 19, 20, soft or hard 21 and 22.

The Designated Player/Dealer must hit any 16 or less and has the option of hitting 17, 19, soft 19, and 20. Players must stand on 22, hard 19, 20, soft or hard 21 and 22. Players must hit any 12 or less and have the option to hit 13 through 18, soft 19 and 20.

If a player's total is more **than** 22 and the Designated Player/Dealer's total is 22 or less, the Designated Player/Dealer wins. If a player's total is 22 or less and Designated Player/Dealer's total is more than 22, the player wins.

If the player's total and the Designated Player/Dealer's total is more than 22, the hand closest to 22 wins. The Designated Player/Dealer wins all ties over 22.

House rules may apply, but must have prior approval of the Chief of Police. Management reserves **the right** to make decisions in the best interest of the game. All management decisions are final.

### **Century 21 Blackjack (Proposed Options)**

Use four Jokers per deck.

Jokers count as 2 or 12 and are not wild.

The Player may double down on 11 & 12 only and draw up to two cards.



# CLOVIS 500 CLUB

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## PAI GOW TILES COLLECTION RATES

THE COLLECTION RATE FOR TILES IS AS FOLLOWS

WAGER	COLLECTION
\$10.00-\$100.00-----	\$1.00
\$101.00-200.00-----	\$2.00

PLAYER/BANKER COLLECTION-----\$2.00

# PAI GOW

## GAME DESCRIPTION:

1) Pai Gow, which translates to mean "make nine", is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots have no real significance in the value of the tiles.

2) Object of the game: To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher ranking hands will be compared against each other and the lower ranking hands will be compared against each other.

To Win both players hands must rank higher than the bankers two hands, To Lose both players hands must rank lower than the bankers two hands, and To Push one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

3) Rank of Hands The 32 Pai Gow tiles consist of 16 pairs, of which 11 pairs are matching (identical), and 5 pairs are non-matching. Each tile has an individual rank, but when paired with its mate, the pair will have a higher ranking. The rankings can basically be divided into six groups, as follows:

- Gee Joon, (the Supreme pair)
- Matched pairs (identical)
- Unmatched pairs (not identical)
- Wong (a ?12' or ?2' tile, with any 9)
- Gong (a ?12' or ?2' tile, with any 8)
- Combinations

4) Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher ranking groups, combinations are formed by taking any two tiles,

totalling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totalling, only the last digit is used, as in Super Pan 9, (i.e.  $8+7=15$ , but it is counted as 5).

5) It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts)

6) The Play: Pai Gow is dealt counter-clockwise to a maximum of 8 player positions. All wagers are placed against a player/banker. All participants have the opportunity to be the player/banker, in turn, for two consecutive rounds of play. Any player may decline, or accept, to be the player/banker. The dealer controls the game but does not participate. A dice cup, containing 3 dice, is shaken by the player/banker, to determine which position will receive the first hand. Each position will receive a hand consisting of 4 tiles. The player/banker hand will be capped with a button, and set, after all players have set their hands.

#### Pai Gow General Rules

1) CLOVIS 500 CLUB provides dealers for all games, but does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against, CLOVIS 500 CLUB.

2) Collection is taken in advance for each bet. You must have a full minimum bet after paying collection.

3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.

4) You must bet at least the minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.

5) Any amount over the maximum table limit will not receive action.

6) There is no maximum on a bankers wager.



- 7) ?Kum-Kum? bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet ?Kum-Kum? must each wager at least the minimum bet permitted at the table.
- 9) Players who bet ?Kum-Kum? do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from 'Kum-Kum? bets.
- 10) All action goes counter-clockwise, starting with the action button.
- 11) All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- 12) The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- 13) A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.
- 14) All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.
- 15) In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.
- 16) The active banker may designate any person to shake the dice, except a CLOVIS 500 CLUB employee on duty.
- 17) Once the house dealer has released the dice and announced "No more bets, "no one may change their wager. Penalty: Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.
- 18) The bankers? hand will not be opened, until all players hands have been set.
- 19) All players must put their bet(s) in designated wagering areas (spots) before the dice are released by the house dealer. Only a

bet placed within a spot will play. Stating "money covers," or other call bets, are neither allowed nor acceptable.

20) Any active player is entitled to ask the dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.

21) No side bets and/or proposition bets are allowed.

22) If there was no wager, on a player's position, on the previous hand, no one may be the banker on that player's position, on the next hand.

23) A player may not surrender their hand.

24) Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. Penalty: Any such attempt, may subject the player to barrment and/or criminal prosecution.

25) Any player removing a losing wager may be barred and/or subject to prosecution.

26) Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.

27) Any player having the wrong number of tiles may have a fouled hand. The fouled hand may be used to pay off winning wagers (to the extent that money covers).

28) All players are forbidden to show or discuss their hands with any other player, before the action is completed.

29) A player may see only one hand, regardless of the number of hands, on which the player has wagered.

30) Once the first player's hand (the action hand) has been opened by the dealer, the banker's hand may not be re-set.

31) A hand that has been mis-read by the dealer, will play at true value, if it can be retrieved intact.

32) During the stacking of the tiles, if either a Teen (?12'-the Heaven tile), Dey (?2'- the Earth tile), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a re-shuffle. If two or more tiles are exposed, all the tiles must be reshuffled.

33) During the delivery of the bankers tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.

34) During delivery of a players hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that players hand is dead. All wagers and collections, for that player position, are returned.

35) Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.

36) When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.

37) The bankers hand is not set, until the banker has signified his final decision, in an obvious manner to the dealer.

38) The dealer is not allowed to have any influence on the outcome of a hand. Selection of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The dealer is allowed to set any hand the ?House Way,? when requested.

39) The banker chooses the style of tile delivery. The dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker.

Only styles of delivery approved by CLOVIS 500 CLUB are acceptable. Only the house dealer may stack, cut or arrange the tiles.

40) If a player makes a claim, protest or disputes an action, or the dealer makes a mistake, the floor supervisor will always be called.

41) No player is allowed look at or set more than one hand. If a player needs assistance, they may ask for the "House way."

42) English is the primary language for Pai Gow at the CLOVIS 500 CLUB, however, since Pai Gow is a multi-ethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.

43) At no time will un-used tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.

44) When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.

45) A players hand is dead if they allow any of their tiles to come into contact with another players tiles.

46) At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.

47) If the banker and a player, have an identical ranking hand, the banker wins that hand. If the banker and a player, have hands of the same numerical value, the hand with the highest ranking tile wins. If the banker and a player, each have a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher ranking tile.

48) Any rule that is being violated, will be enforced, if the violation is brought to the attention of the floor supervisor.

49) The floor managers decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.

50) For the customers protection, the house reserves the right to prohibit an intoxicated person from playing.

51) No player or banker, can win or lose, more chips than they wagered, on a round of play.

52) If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.

53) All tiles, must always remain clearly visible, to the dealer, banker and players. All tiles must remain, either on or above, the table surface.

54) After all players hands have been set, the dealer will open the bankers hand. The dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the bankers responsibility to make and announce the decision on the final setting of the bankers hand.

55) After setting the bankers hand, the dealer, starting with the action hand, will open and read all players hands. After the dealer compares a players hand to the bankers hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved towards the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back towards the player.

56) After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice total will be read and announced by the dealer. Beginning with the banker position, as position # 1, 9 & 17, the dealer will count counter-clockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.

# 大小比對表 RANKED PAIRS

## BO 寶 (Precious)

1 至尊 Gee Joon (Supreme)	2 天 Teen (Heaven)	3 地 Dey (Earth)	4 人 Yun (Man)	5 鵝 Gor (Goose)	6 梅 Mui (Flower)	7 長 Cheung (Long)	8 板 Barn (Board)	9 斧 Poo (Hatchet)	10 屏 Ping (Partition)	11 七 Chut (Long Leg 7)	12 六 Luk (Big Head 6)	13 雜九 Jaap Gow (Mixed 9)	14 雜八 Jaap Bart (Mixed 8)	15 雜七 Jaap Chut (Mixed 7)	16 雜五 Jaap Ng (Mixed 5)
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## WONG 皇 (King)

17 天皇 Teen Gow Wong (King of Heaven)	18 地皇 Dey Gow Wong (King of Earth)
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## GONG 橫 (Treasure)

19 天橫 Teen Gong (Treasure of Heaven)	20 地橫 Dey Gong (Treasure of Earth)
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# 大小比對表 RANKED SINGLES

1 天 Teen (Heaven)	2 地 Dey (Earth)	3 人 Yun (Man)	4 鵝 Gor (Goose)	5 梅 Mui (Flower)	6 長 Cheung (Long)	7 板 Barn (Board)	8 斧 Poo (Hatchet)	9 屏 Ping (Partition)	10 七 Chut (Long Leg 7)	11 六 Luk (Big Head 6)	12 雜九 Jaap Gow (Mixed 9)	13 雜八 Jaap Bart (Mixed 8)	14 雜七 Jaap Chut (Mixed 7)	15 六 Luk (Low Six)	16 雜五 Jaap Ng (Mixed 5)
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\* Caribbean Stud Poker is played like Stud Poker, however, all five cards are dealt face down.

Each player antes.

Each player makes his/her opening bet as in poker.

If player feels he/she has a hand which will beat the player/dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the player/dealer's hand, he/she may fold and surrender his/her original bet and ante.

The player/dealer must have an Ace/King or higher to continue. If the player/dealer cannot open with an Ace/King, the hand is over, and the player/dealer will collect the cards and pay ante only on players who stay in the hand. \*\*

The value of hands is the same as Draw Poker.

\* Played with standard 52 card deck.

\*\* If player/dealer does qualify with Ace/King the winner of the hand will be determined by standard ranking of poker hands. A player's winning or losing bets will be paid or taken accordingly.

**PAN**

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

**Rank of Cards**

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

**The Draw**

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

**The Shuffle**

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

**The Deals**

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

**Going On Top**

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

**The Play**

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.



## Melds

Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

## Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

## Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

## Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

## Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

## Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

### Forcing Cards

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

### Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

### Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

### Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

## INTRODUCTION

Fast Action Hold'Em is played on a 21 or double hand poker type table. It is played with six (6) complete fifty-two (52) card decks delivered from a shoe. Each player receives four (4) cards in a clockwise rotation starting from the first player after the Designated Player/Dealer position. Each player and the Designated Player/Dealer keeps two (2) of their four (4) cards, discarding the two (2) cards they do not wish to play. The house dealer will then turn up five (5) common cards in the center of the table. All players and the Designated Player/Dealer will use their two (2) cards to make their best five (5) card poker hand.

## THE PLAY

1. The Designated Player/Dealer button will be offered to the first player to approach the table. If multiple players approach at the same time, then it will be offered to the player seated in the #1 position.
2. All players must put their wager and per hand collections in the appropriate betting positions. Before the cards are dealt, all collections are dropped. Once the house dealer has announced "No More Bets", no player may change their wager. Only moneys in the betting position plays.
3. The house dealer will deliver four (4) cards, one (1) at a time, face down in a clockwise manner to each position where there is a bet, starting with the first wager after the Designated Player/Dealer position. The Designated Player/Dealer hand will be dealt in rotation with all other hands and will always be the last position to receive a card.
4. Once the house dealer completes the delivery of the four (4) cards, the Designated Player/Dealer hand will go into the center box of the flop position and cap it with the Banker Button.
5. If a player has four (4) of a kind in their original four (4) cards, this is a ("Natural Winner"), it is an automatic winner regardless of any other determinations past that point. Natural Winners are to remain face up, in front of that players wager and is to be paid to the extent that money covers.
6. After all players have discarded two (2) cards and tucked the two (2) cards they are playing under their bets the dealer will collect all discards and place them in the discard rack.

# **FAST ACTION HOLD'EM Continued**

7. The dealer will now announce "Bank Open", place the bank button back in position in front of the Designated Player/Dealer bankroll and turn face up over the logo the Designated Player/Dealer's four (4) cards, and wait for instructions from the Designated Player/Dealer as to which two (2) cards they wish to play, The dealer will place the Designated Player/Dealer's discards into the discard rack.
8. If the Designated Player/Dealer has a natural winner then all play is stopped, a flop will be dealt face down and the first card turned face up to determine where action will start (see #14). All wagers will lose with the exceptions of player naturals to the extent that money covers.
9. In the case where both the Designated Player/Dealer and the player have a "Natural Winner" the player will win to the extent that money covers regardless of the "Natural Winner" card values.
10. The dealer will inform the players of the Designated Player/Dealer as to house way only upon request.
11. The house dealer will then burn one (1) card to the discard rack from the shoe and turn five (5) cards, one (1) at a time, face up in the designated "Flop" boxes on the layout. The first card will go in the box farthest to the right, the second card will go next to the first, etc., etc.
12. These five (5) cards are the community cards and will be incorporated with each players hand as well as the Designated Player/Dealer hand to determine the best five (5) card poker hand for both the Designated Player/Dealer and the players. The best five (5) cards may be the five (5) common community cards.
13. The first "Action" (The pay and take sequence) will be determined by the first common (flop) card dealt. The dealer will verbally announce "Action" when they turn that first card of the flop. Because there are only eight (8) betting positions, the nines (9's) and face cards will not apply. Therefore, the first flop card ace being one (1) through eight (8) that is dealt will designate where the action button will be placed. If all five (5) flop cards are nine (9) through king then the action button will be placed in the first active position clockwise from the Banker Button. All "action" moves clockwise, starting with the "Action" button..
14. After determining the Designated Player/Dealer hand value the dealer will then begin determining values and win/lose of the players hands in a clockwise fashion starting with the action button.

**FAST ACTION HOLD-EM (Continued)**

15. A hand that beats the Designated Player/Dealer hand will be placed face up in front of the betting position, and a hand that loses to the Designated Player/Dealer hand will be placed face down in front of that position with the wager stacked on top the cards. Pay and take sequence will not begin until all hand values have been determined.
16. If the Designated Player/Dealer and the player have the same value hands, this is a "Copy" and the Designated Player/Dealer wins all "Copy" hands to the extent that money covers.
17. All pay and take will be made clockwise from the "Action Button".
18. After all wagers in action are paid or taken and the non-action wagers returned to those respective players, the dealer will turn all player hands face down. Those hands will be stacked one hand on top of the next in a counterclockwise direction starting from third base (furthest player to the dealers right) and then put into the discard rack.
19. The house dealer will then pick up the Designated Player/Dealer two (2) card hand and scoop the flop cards with the (2) Designated Player/Dealer cards and place them into the discard rack. The procedures #19 and #20 will allow the supervisor to back the hand up if a dispute should occur. The next round of play may commence.

**FAST ACTION HOLD-EM (Continued)**

**RULES**

1. Players are not allowed to touch their cards once they have tucked their two (2) cards that they are playing under their bets.
2. Players are responsible for the final setting of their hands. When a player or the Designated Player/Dealer request assistance on the setting of their hand by the house dealer, the hand will be set "HOUSE WAY".
3. When an open spot is available and a player plays a second hand, that player may not look at or set that hand. That second player hand will be set "HOUSE WAY" by the dealer.
4. There will be no split or surrender options available as there is in the House Banked version of Fast Action Hold'Em.
5. On a new game, or on a game that has gone dead and is starting up again, the Designated Player/Dealer ("Dealer") button will always begin with the first player clockwise from the house dealer.
6. The Designated Player/Dealer will be allowed two (2) rounds of play as Designated Player/Dealer.
7. Any player wagering on a position and having played the previous hand has the option of being the Designated Player/Dealer on the next hand (in turn as position allows). If they did not wager on the previous betting round, they may not be the Designated Player/Dealer.
8. In both the player and Designated Player/Dealer positions, the seated player makes the final decision on the play of the hand if a disagreement should take place between multiple players/Designated Player/Dealers.
9. If the Designated Player/Dealer hand is accidentally exposed before all hands are set, the remaining hands will be set "HOUSE WAY."
10. The house dealer from time to time may deal a fifth card to one or more of the players. When this occurs, call the supervisor. If the dealer knows which of the five (5) cards is the extra card, that card(s) will be moved back to the shoe and the true order of the cards maintained. If the dealer does not know which is the extra card, the supervisor will pick one at random, and offer the player(s) the option of calling their hand dead as long as the player has not yet looked at their cards.
11. If the dealer exposes a flop card(s) before all players have discarded, the supervisor will instruct the dealer to burn the exposed card(s) and continue as normal.

12. This is a five (5) card game. Some players attempt to take the hand value to a sixth card. Please explain to them that the sixth card does not play.
13. Management and/or the house dealer will accept no responsibility for the outcome of any hand when the instruction of "HOUSE WAYS" is used by a player to set their hand.

## HAND RANKINGS

1. Flush with five of a kind
2. Royal flush
3. Flush with four of a kind
4. Straight flush
5. Flush with full house
6. Five of a kind
7. Flush with three of a kind
8. Flush with two pair
9. Flush with one pair
10. Four of a kind
11. Full house
12. Flush
13. Straight
14. Three of a kind
15. Two pair
16. One pair
17. No pair (High card)

## HOUSE WAYS

1. Suited pair
2. Highest pair
3. Ace with highest suited card 10 or better
4. Highest suited running cards 10, Jack or better
5. Ace with highest card 10 or better
6. Highest non-suited running cards jack, queen or better
7. Ace with highest suited card
8. Highest suited cards 10 or better
9. Two highest cards jack or better
10. Ace with highest card
11. Any suited running cards
12. Two highest suited cards not running
13. Any two running cards
14. Two highest cards

**FAST ACTION HOLD-EM (Continued)**

If the hand has two of a kind in the original four cards:

1. If two of the cards are suited, these will be played as indicated by House Way number on e.
2. If none of the like cards are suited, discard the one that is suited with the off value card.

Example: 7 diamond, 7 spade, 7 heart, 2 heart: Discard 7 heart & the 2 heart

3. If all four cards are unsuited, keep the two cards that are the same color.

Aces are very strong cards in Fast Action Hold'Em and there are only two occasions in which the house will discard them;

1. When there is a pair.
2. When there is a K-Q, Q-J, or J-10 suited.



## GAMES RULE BOOK

### SEVEN CARD STUD LOW

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

## GAMES RULE BOOK

### SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

## GAMES RULE BOOK

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side.  
May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.
2. If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

## SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

## **Crazy Pineapple W/ Joker (8 or better qualifier)**

Played the same as crazy pineapple Hi – Low, however the joker is wild with Aces, straights, & Flushes for hi. The Joker is wild & can be used as any card for low.

**Lazy Pineapple Hi-Low Split**  
**(8 or better qualifer)**

Played the same as Pineapple Hi – Low split however you do not discard any cards. You cannot play all 3 cards A player has the option to play 1,2, or 0 cards.

## **Crazy Pineapple Hi-Low Split (8 or better)**

Played the same as Crazy Pineapple Hi however you can also play for low with an 8 or better qualifer.